# RPG IV

**Assessment Fact Sheet**

## Overview

The Report Program Generator IV test measures knowledge of programming using RPG IV. Designed for experienced programmers.

| | |
|---|---|
| Job Family/Title | Programmers |

## Details

| | |
|---|---|
| Average Testing Time (minutes) | 28 minutes |
| Allowed Time (minutes) | 90 minutes |
| Maximum Number of Questions | 30 questions |
| Number of Sittings | One |
| Designed for Unproctored Environment | Yes |
| Question Format | Multiple Choice - Adaptive |
| Product Category | Information Technology |

## Knowledge, Skills, Abilities and Competencies Measured

Measures knowledge of the following areas of the RPG IV programming language:

- Arrays
- Data Types and Formats
- Error Handling
- Form Specifications
- Indicators, Headers and Output
- Operation Codes
- Procedures and Sub-procedures
- Programming
- Special Functions

## Example Questions

Question Time Remaining: 0h : 2m : 55s

```
DName++++++++++ETDsFrom+++To/L+++IDc.Keywords++++++++++++++++++++++++
D Name             S              8    Inz('John Doe')
D PrtName          S             14

CLON01Factor1+++++++Opcode&ExtFactor2++++++Result++++++++Len++D+HiLoEq
C                   EVALR      PrtName = Name

OFilename++DF..N01N02N03Excnam++++B++A++Sb+Sa+....................
O...............N01N02N03Field+++++++++YB.End++PConstant/editword/DT

O              E            DTL1         1
O                         PrtName          14
```

If "_" represents a blank space, how does PrtName appear in the spool file upon execution of the sample code above?

**a** ⊙ John_ _ _ _ _ _ _Doe

**b** ⊙ _ _ _ _ _ _ _ _ _ _ _John_Doe

**c** ⊙ _ _ _ _ _ _John_Doe

**d** ⊙ John_Doe_ _ _ _ _ _

**e** ⊙ _ _ _ _ _ _ _ _ _ _ _ _John_Doe

Next

## Example Reports

Test: RPG IV

This report is confidential and its contents are intended to assist in the prediction of an applicant's work behavior. If you would like more information about this interpretive report or other products that SHL offers, please contact your account representative.

**Score: 2.54**
**Proficiency Level: Proficient** (2.51 - 3.50)
The candidate has mastered the basic concepts of RPG IV, including:

- Programming
- Form Specifications
- Error Handling

The candidate demonstrates a clear understanding of intermediate RPG IV concepts, such as:

- Procedures and Sub-Procedures
- Special Functions
- Operation Codes

The candidate may have some knowledge of more advanced RPG IV concepts such as:

- Data Types and Formats
- Indicators, Headers, and Output
- Arrays

At the Proficient level, the candidate will be capable of working on most projects involving RPG IV with minimal assistance. However, the candidate will probably require more assistance with advanced concepts.

*Percentile Comparisons*
The percentile score indicates how well the candidate scored relative to other candidates in the comparison population indicated by the score.

**Percentile Comparisons**

| | Low | Medium | High |
|---|---|---|---|
| Percentile | 30 | 70 | 100 |
| Global Population | 5 ◆ | | |

**Detail Item Results**

| Order | Question | Topic | Description | Skill Level | Time Taken (Seconds) | Is Correct | A | B | C | Theta | Info | Stand Error |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | RPG_IV_(R1)_BB_0176 | Special Functions | RPG | Intermediate | 30.1 | No | | | | | | |
| 2 | RPG_IV_(R1)_BB_0247 | Indicators, Headers, and Output | O Spec | Advanced | 77.4 | No | | | | | | |
| 3 | RPG_IV_(R1)_BB_0254 | Operation Codes | Compare and Testing | Intermediate | 13.6 | Yes | | | | | | |